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The difference between the current invention and prior art playing cards is the suit is displayed on one side of the card and the card's value and the card's suit is on the other side. This configuration allows cards to be dealt so that the suit is displayed, but the value of the cards is not. This gives the player some additional information about his odds of winning and may help determine the value of his bet.

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Another version of the invention allows some of the cards to have traditional, non-descriptive backs and some cards have the novel cards with the suit on one side and the card's value and the card's suit on the other, which I will refer to as split representation. In the video version of these games where only some of the cards have the split representation, the cards could be changed from one game to the next to prevent the player from getting an unfair advantage. For example, if the seven of spades used a traditional representation (i.e., suit and value on the same side) in one game it could be changed in the next hand so that spades was shown on one side and the seven and spades was shown on the other.